

a controller operatively coupled to said display unit, said input device, and said value-input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow the player to make a wager,

said controller being programmed to cause a game display to be generated on said display unit, said game display representing a game selected from the following games: video poker, video blackjack, slots, video keno and video bingo,

said game display comprising an image of at least five playing cards if said game is video poker,

said game display comprising an image of a plurality of slot machine reels if said game is slots,

said game display comprising an image of a plurality of playing cards if said game is video blackjack,

said game display comprising an image of a plurality of keno numbers if said game is video keno,

said game display comprising an image of a bingo grid if said game is video bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game; and

a cashier computer operatively coupled to said server computer, said cashier computer comprising:

a cashier credit-input device;

a cashier dispenser that is capable of dispensing an item representing a medium of value;

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a cashier, said biometric input apparatus being selected from the group of biometric input apparatuses consisting of a fingerprint scanner, an eye scanner, a camera, and a microphone/voice digitizer apparatus; and

a cashier controller operatively coupled to said cashier credit-input device, said cashier dispenser, and said biometric input apparatus, said cashier controller comprising a microprocessor and a memory,

said cashier controller being programmed to control access to said cashier computer based upon digital data generated by said biometric input apparatus,

said cashier controller being programmed to store digital data representing a fingerprint if said biometric input apparatus comprises a fingerprint scanner,

said cashier controller being programmed to store digital data representing a portion of a person's eye if said biometric input apparatus comprises an eye scanner,

said cashier controller being programmed to store digital data representing a portion of a person's face if said biometric input apparatus comprises a camera,

said cashier controller being programmed to store digital data representing a person's voice if said biometric input apparatus comprises a microphone,

said cashier controller being programmed to determine whether a credit item accepted by said cashier credit-input device is valid,

said cashier controller being programmed to cause a first prompt to a person to be generated to cause the person to present a unique physical characteristic of the person to said biometric input apparatus at a first time,

said cashier controller being programmed to store a first set of digital data derived from said biometric input apparatus in response to the person presenting the unique physical characteristic to said biometric input apparatus at the first time,

said cashier controller being programmed to cause a second prompt to the person to be generated to cause the person to present

the same unique physical characteristic of the person to said biometric input apparatus at a second time,

said cashier controller being programmed to store a second set of digital data derived from said biometric input apparatus in response to the person presenting the same unique physical characteristic to said biometric input apparatus at the second time,

said cashier controller being programmed to determine whether said biometric input apparatus has made a predetermined number of scans of the same unique physical characteristic of the person, and

said cashier controller being programmed to generate a set of composite digital data by determining an average of said first and second sets of digital data.

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53. A casino gambling system as defined in claim 52 wherein said cashier credit-input device comprises a ticket reader that is capable of reading a ticket voucher.

54. A casino gambling system as defined in claim 52 wherein said biometric input apparatus comprises a fingerprint scanner.

55. A casino gambling system as defined in claim 52 wherein said biometric input apparatus comprises an eye scanner.

56. A casino gambling system as defined in claim 52 wherein said biometric input apparatus comprises a camera.

57. A casino gambling system as defined in claim 52 wherein said biometric input apparatus comprises a microphone coupled to a voice digitizer.

58. A casino gambling system, comprising:
a first computer;

a plurality of casino gambling units operatively coupled to said first computer, one of said casino gambling units comprising:

a display unit that;

an input device that allows a player to make an input selection;

a value-input device; and

a controller operatively coupled to said display unit, said input device, and said value-input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow the player to make a wager,

said controller being programmed to cause a game display relating to a game to be generated on said display unit, and

said controller being programmed to determine a value payout associated with an outcome of said video gambling game; and

a second computer operatively coupled to said first computer, said second computer comprising:

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a person; and

a controller operatively coupled to said biometric input apparatus, said controller of said second computer comprising a microprocessor and a memory,

said controller of said second computer being programmed to cause a first prompt to the person to be generated to cause the person to present a unique physical characteristic of the person to said biometric input apparatus at a first time,

said controller of said second computer being programmed to store a first set of digital data derived from said biometric input apparatus in response to the person presenting the unique physical characteristic to said biometric input apparatus at the first time,

said controller of said second computer being programmed to cause a second prompt to the person to be generated to cause the

person to present the same unique physical characteristic of the person to said biometric input apparatus at a second time,

said controller of said second computer being programmed to store a second set of digital data derived from said biometric input apparatus in response to the person presenting the same unique physical characteristic to said biometric input apparatus at the second time,

said controller of said second computer being programmed to determine whether said biometric input apparatus has made a predetermined number of scans of the same unique physical characteristic of the person,

said controller of said second computer being programmed to generate a set of composite digital data by determining an average of said first and second sets of digital data, and

said controller of said second computer being programmed to control access to said second computer based upon said composite digital data.

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59. A casino gambling system as defined in claim 58 wherein said biometric input apparatus comprises a fingerprint scanner.

60. A casino gambling system as defined in claim 58 wherein said biometric input apparatus comprises an eye scanner.

61. A casino gambling system as defined in claim 58 wherein said biometric input apparatus comprises a camera.

62. A casino gambling system as defined in claim 58 wherein said biometric input apparatus comprises a microphone coupled to a voice digitizer.

63. A casino gambling system as defined in claim 58, wherein said controller of said second computer is programmed to compare a set of digital data representing a unique

physical characteristic of a person attempting to use said second computer with said set of composite digital data to determine whether the person attempting to use said second computer should be allowed to use said second computer.

64. A casino gambling system, comprising:

a plurality of casino gambling units, one of said casino gambling units comprising:

a display unit;

an input device that allows a player to make an input selection;

a value-input device; and

a controller operatively coupled to said display unit, said input device, and said value-input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow the player to make a wager,

said controller being programmed to cause a game display to be generated on said display unit, said game display representing a game selected from one of the following games: video poker, video blackjack, slots, video keno and video bingo,

said game display comprising an image of at least five playing cards if said game is video poker,

said game display comprising a plurality of slot machine reels if said game is slots,

said game display comprising an image of a plurality of playing cards if said game is video blackjack,

said game display comprising an image of a plurality of keno numbers if said game is video keno,

said game display comprising an image of a bingo grid if said game is video bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game;

a computer operatively coupled to one of said casino gambling units, said computer comprising a controller that comprises a processor and a memory; and

a biometric input apparatus capable of generating digital data representing a unique physical characteristic of a person, said biometric input apparatus being operatively coupled to one of said controllers,

one of said controllers being programmed to cause a first prompt to the person to be generated to cause the person to present a unique physical characteristic of the person to said biometric input apparatus at a first time,

said one controller being programmed to store a first set of digital data derived from said biometric input apparatus in response to the person presenting the unique physical characteristic to said biometric input apparatus at the first time,

said one controller being programmed to cause a second prompt to the person to be generated to cause the person to present the same unique physical characteristic of the person to said biometric input apparatus at a second time,

said one controller being programmed to store a second set of digital data derived from said biometric input apparatus in response to the person presenting the same unique physical characteristic to said biometric input apparatus at the second time,

said one controller being programmed to generate a set of composite digital data by determining an average of said first and second sets of digital data, and

said one controller being programmed to control access based upon said composite digital data.

65. A casino gambling system as defined in claim 64 wherein said biometric input apparatus comprises a fingerprint scanner.

66. A casino gambling system as defined in claim 64 wherein said biometric input apparatus comprises an eye scanner.

67. A casino gambling system as defined in claim 64 wherein said biometric input apparatus comprises a camera.

68. A casino gambling system as defined in claim 64 wherein said biometric input apparatus comprises a microphone coupled to a digitizer.

69. A casino gambling system, comprising:

a plurality of casino gambling units, one of said casino gambling units comprising:

a display unit;

an input device that allows a player to make an input selection;

a value-input device; and

a controller operatively coupled to said display unit, said input device, and said value-input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to allow the player to make a wager,

said controller being programmed to cause a game display to be generated on said display unit, said game display representing a game selected from one of the following games: video poker, video blackjack, slots, video keno and video bingo,

said game display comprising an image of at least five playing cards if said game is video poker,

said game display comprising a plurality of slot machine reels if said game is slots,

said game display comprising an image of a plurality of playing cards if said game is video blackjack,

said game display comprising an image of a plurality of keno numbers if said game is video keno,

said game display comprising an image of a bingo grid if said game is video bingo, and

said controller being programmed to determine a value payout associated with an outcome of said game;

a computer operatively coupled to one of said casino gambling units, said computer comprising a controller that comprises a processor and a memory; and

a biometric input apparatus capable of generating digital data in response to scanning a unique physical characteristic of a person, said biometric input apparatus being operatively coupled to one of said controllers,

one of said controllers being programmed to store a first set of digital data derived from said biometric input apparatus in response to the person presenting the unique physical characteristic to be scanned by said biometric input apparatus at a first time,

said one controller being programmed to store a second set of digital data derived from said biometric input apparatus in response to the person presenting the same unique physical characteristic to be scanned by said biometric input apparatus at a second time,

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said one controller being programmed to determine whether said biometric input apparatus has made a predetermined number of scans of the same unique physical characteristic of the person,

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said one controller being programmed to generate composite digital data based on said first and second sets of digital data, and

said one controller being programmed to control access based upon said composite digital data.

70. A casino gambling system as defined in claim 69 wherein said biometric input apparatus comprises a fingerprint scanner.

71. A casino gambling system as defined in claim 69 wherein said biometric input apparatus comprises an eye scanner.

72. A casino gambling system as defined in claim 69 wherein said biometric input apparatus comprises a camera.

73. A casino gambling system as defined in claim 69 wherein said biometric input apparatus comprises a voice-scanning apparatus.